Little Dungeons

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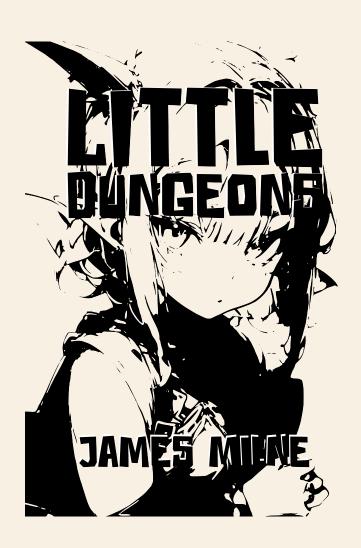
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LITTLE DUNGEONS

JAMES MILNE

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A game that is flexible and creative, designed to be both fast and simple to play, to make it accessible to a wide audience.

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Materials

Each play will require these extra materials:

- A large piece of paper for drawing the map on.

- Each player needs a piece of paper, a pencil, and an eraser, to track their current information on.

- The narrator likely needs a small notebook to repeatedly track monster encounters and other things.

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Narrator

The **narr**ator **gov**erns the **ga**me. **Th**ey **c**an **cho**ose **t**o **over**rule **o**r **ign**ore **a**ny **o**f **t**he **foll**owing **state**ments, **a**t **a**ny **ti**me.

The **narrat**or's **go**al **is t**o **ma**ke **t**he **ga**me **f**un **a**nd **fa**ir **f**or **every**one **-** **wh**ich **is n**ot **ea**sy **o**r **alw**ays **poss**ible.

They **t**ry **a**nd **te**ll **a st**ory, **out**side **o**f **t**he **ga**me **mech**anics **out**lined **bel**ow. **T**he **s**tory **wi**ll **lik**ely **be a fa**iry **ta**le **st**yle **on**e, **a**s **th**at **w**orks **b**est **wi**th **so**me **o**f **t**he **mecha**nics. **Howe**ver, **t**he **narr**ator **is** **fr**ee **t**o **cho**ose **anyt**hing **th**at **th**ey **fe**el **li**ke.

* * *

Players

Class

Each player has a single class, that comes with a certain action.

Class: Musician

Action: Play Song - attack monster

Class: Pirate

Action: Attack - attack monster

Class: Chef

Action: Cook - heal teammate

Class: Nurse

Action: Medicine - heal teammate

Level

Each player has a level, a number that effects how difficult monster encounters are.

It begins at 1.

It arbitrarily moves up, according to the Narrator,
but *always* when the player is in a town.

Maximum Health

Each player has a value, representing the most
health they can have.

At the start of the game, this is established by
rolling one standard 6-sided dice.

Each time a player levels up, they roll one standard
6-sided dice, and add that value to their Maximum
Health.

Maximum Stamina

Each player has a value, representing the most
energy they can have.

At the start of the game, this is established by

rolling one standard 6-sided dice.

Each time a player levels up, they roll one standard 6-sided dice, and add that value to their Maximum Stamina.

Clothing

The first set of clothes a player gets has a numeric value of 1.

Other clothing may be purchased or looted, later on, according to the discretion of the Narrator.

Item

The first player's item has a numeric value of 1. It should reflect the player's Class.

Other items may be purchased or looted, later on, according to the discretion of the Narrator.

Coins

A numeric count of the coins a player is in possession of.

This begins at 0.

Badges

Every player begins with a badge count of 0.

Each time the player gets the last move in an encounter, it increments by 1.

Current Health

This begins at the same value as the player's Maximum Health.

If this falls below 1, the player falls asleep.

Current Stamina

This begins at the same value as the player's Maximum Stamina.

If this falls below 1, the player cannot take any action on their turn, during an encounter.

Relationships

The player has a relationship with every other player.

This is represented by a number that begins with 0.

This value reaches it's maximum value at 6.

Friend

A player may be able to get a single friend, during the course of the game.

They should not begin with one.

* * *

In Town

Upon entering a town, every player has their Current Health and Current Stamina reset to their respective Maximum values.

The player may also choose to do, up to two of the following.

For each of the following, the Narrator's job is primarily to make the experience enjoyable, and should prepare some sort of short story or event.

In Town: Outing

A player takes one other player on an outing of some kind. (Plays, Cafes, etc).

This gives both players +1 to their respective relationships.

In Town: Restaurant

The player goes to a restaurant.

They gain +1 to their Maximum Health. (And their Current Health increases to match).

In Town: Nap

The player takes a nap or sleeps in.

They gain +1 to their Maximum Stamina. (And their Current Stamina increases to match).

In Town: Shopping

The Narrator rolls a six-sided dice three times.

The cumulative number is the cost of either a piece of clothing, or item, that has a numeric value that is +1 greater than the player's current.

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Out of Town

Outside of town, up to three encounters will occur, at the discretion of the Narrator.

The Narrator should craft these into a story about moving along roads, through countryside, and so on.

The Narrator should draw these roads on the map, including the location where an encounter will occur. If the players ever return to an area, the encounter will always happen at the same place.

Out of Town: Encounter

The Narrator should roll another single 6-sided dice.

If the result is a 1

The Narrator should tell a story.

The Narrator should also roll one single 6-sided

dice. If the dice results in a high value, one of 4, 5 or 6, then the entire party of players get a +1 to their relationships with each other.

If the result is a 2

The players encounter a monster. Refer to `Out of Town: Monster Encounter` below.

If the result is a 3

The players encounter a monster. Refer to `Out of Town: Monster Encounter` below.

However, the reward for winning is doubled.

If the result is a 4

The players find some hidden treasure, and each receive +1 coin.

If the result is a 5

Two players get in an argument.

Each player should roll a single 6-sided dice.

If both of the dice results in a high value, one of 4, 5 or 6, then the two get in an argument, and take -1 to their respective relationships. Otherwise, they make up from the argument.

If the result is a 6

The road should fork on the map, if the players have not travelled this road before, but otherwise nothing happens.

The players may choose which fork to follow.

Out of Town: Monster Encounter

The Narrator should roll a single 6-sided dice to determine which kind of monster the players are encountering:

1. Witch
2. Ghost
3. Big Bad Wolf
4. Goblin

5. **Nau**ghty **C**at

6. **Sn**ake

There **shou**ld **b**e **a num**ber **of mons**ters **pres**ent.

The **c**ount **of mons**ters **pre**sent **shou**ld **b**e **eq**ual **t**o **t**he **hig**hest **l**evel **of** a**ny pla**yer.

The **Narr**ator **shou**ld **r**oll **a 6-s**ided **dic**e **t**he **sa**me **num**ber **of ti**mes **as t**he **hig**hest **l**evel **of ea**ch **pla**yer, a**nd** a**dd t**he **res**ults **toge**ther. **T**he **fi**nal **res**ult **sho**uld **s**et **t**he **max**imum **heal**th **of ea**ch **mons**ter.

Every **pla**yer a**nd mon**ster **ta**kes **a tu**rn.

If a**ll pla**yers **fa**ll **asl**eep, **t**hen **t**hey **a**re **retu**rned **t**o **t**he **l**ast **to**wn **th**at **t**hey **visi**ted.

If successful, **a sin**gle **mon**ster **m**ay **b**e **cla**imed **as a fri**end, **b**y **t**he **pla**yer **w**ho **ma**de **t**he **fi**nal **stri**ke.

Every time 10 monsters are defeated, the Narrator should consider levelling up, and adding $+1$ to the Maximum Health and Maximum Stamina of all players.

On a Turn: Monster

The Narrator chooses a player for the monster to attack.

The Narrator rolls a single 6-sided dice.

The targetted player's clothing value is taken away from the result, any remaining value is then taken from the player's Current Health.

On a Turn: Player

The player takes an action - either healing or attacking, according to their Class.

The player rolls a single 6-sided dice. The result has the player's item value added to it.

If the **resulting number is greater than** the **player**'s **Current Stamina, it is reduced** to the **value of** the **Current Stamina.**

If the **player has a friend,** $+1$ **is added** to the **result.**

If **another player has more than** 3 **in their relationship, they can choose** to **roll a single 6-sided dice. That value is then halved, and rounded down** to the **nearest whole number. That is then added** to the **result. Doing so, remove** 1 **from** the **assisting player**'s **relationship** to the **player.**

The **player then targets either another player or monster.**

If **they were attacking, then that value is removed from** the **target**'s **Current Health.**

If **they were healing, then that value is added** to the **target**'s **Current Health. The target**'s **Current**

Health **can**not **exc**eed **th**eir **Max**imum **Hea**lth.

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